



## Weapons List

### Las Weapons

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Hellgun	Basic	100m	S/3/-	1d10+3 E	4	60	Full	None	6kg	400	Scarce
Hellpistol	Pistol	30m	S/-/-	1d10+2 E	4	39	Full	None	4kg	150	Scarce
Las Carbine	Basic	60m	S/2/-	1d10+2 E	0	40	Full	Reliable	3kg	75	Common
Las Gun	Basic	100m	S/3/-	1d10+3 E	0	60	Full	Reliable	4kg	75	Common
Las Pistol	Pistol	30m	S/-/-	1d10+2 E	0	30	Full	Reliable	1.5kg	50	Common
Long Las	Basic	150m	S/-/-	1d10+3 E	1	40	Full	Accurate,Reliable	4.5kg	100	Scarce
MP Lascannon	Heavy	300m	S/-/-	5d10+10 E	10	5	2 Full	None	55kg	5000	V Rare
Multilaser	Heavy	120m	-/-/10	2d10+2 E	2	60	2 Full	None	40kg	2000	Scarce

### Solid Projectile Weapons

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Autocannon	Heavy	180m	-/-/6	2D10+6 I	5	120	3 Full	None	45kg	3000	Rare
Autogun	Basic	90m	S/3/10	1d10+3 I	0	30	Full	None	3.5kg	100	Average
Autopistol	Pistol	30m	S/-/6	1d10+2 I	0	18	Full	None	2.5kg	75	Common
Hand Cannon	Pistol	35m	S/-/-	1d10+4 I	2	5	2 Full	None	3kg	65	Average
Heavy Stubber	Heavy	120m	-/-/10	1d10+4 I	3	200	2 Full	None	35kg	750	Scarce
Hunting Rifle	Basic	150m	S/-/-	1d10+4 I	0	5	Full	Accurate	5kg	100	Scarce
Kroot Gun	Heavy	180m	S/3/-	2d10+6 E	5	12	2 Full	None	35kg	500	Rare
Kroot Hunting Rifle	Basic	150m	S/-/-	1d10+5 E	4	5	Full	Accurate	7.5kg	350	Scarce
** Close Combat Blade	Melee			1d10 R				Balanced, Primitive	5kg	100	Common
Kroot Rifle	Basic	100m	S/-/-	1d10+5 E	2	5	Full	None	5kg	100	Common
Ripper Gun	Basic	30m	S/-/3	2D10 I	0	60	Full	Scatter, Inaccurate, Reliable	30kg	300	Rare
Shotgun - Combat	Basic	30m	S/3/-	1d10+4 I	0	18	Full	Scatter	6.5kg	150	Scarce
Shotgun - Pump Action	Basic	30m	S/-/-	1d10+4 I	0	8	2 Full	Scatter	5kg	75	Average
Shotgun - Two Barrel	Basic	30m	S/2/-	1d10+4 I	0	2	2 Full	Scatter, Reliable	5kg	60	Common
Stub Automatic	Pistol	30m	S/3/-	1d10+3 I	0	9	Full	None	1.5kg	50	Plentiful
Stub Revolver	Pistol	30	S/-/-	1d10+3 I	0	6	2 Full	Reliable	1kg	40	Plentiful

### Bolt Weapons

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Bolt Pistol	Pistol	30m	S/2/-	1d10+5 X	4	8	Full	None	3.5kg	250	Rare
Boltgun	Basic	90m	S/2/-	1d10+5 X	4	24	Full	None	7kg	500	V Rare
Heavy Bolter	Heavy	120m	-/-/10	2d10 X	5	60	2 Full	None	40kg	2000	V Rare
Military Grade Bolt Pistol	Pistol	30m	S/2/4	1d10+7 X	4	12	Full	None	12kg	1000	V Rare
Military Grade Bolter	Basic	90m	S/3/6	1d10+7 X	4	24	Full	None	9kg	1000	V Rare
Storm Bolter	Basic	90m	-/4/8	1d10+5 X	4	60	Full	None	12kg	750	V Rare

**Flame & Plasma Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Flamer	Basic	20m	S/-	1d10+4 E	3	3	2 Full	Flame	6kg	300	Scarce
Hand Flamer	Pistol	10m	S/-	1d10+4 E	2	2	2 Full	Flame	3.5kg	200	Rare
Heavy Flamer	Heavy	40m	S/-	1d10+6 E	4	5	2 Full	Flame	12kg	750	Scarce
Military Grade Plasma Pistol	Heavy	30m	S/2-	2d10+2 E	6	10	4 Full	Recharge, Overheats	4kg	6000	V Rare
Military Grade Plasma Rifle	Heavy	90m	S/2/4	2d10+4 E	6	20	8 Full	Recharge, Overheats	11kg	5000	V Rare
Plasma Cannon	Heavy	160m	S/-	2d10+6 E	6	10	12 Full	Recharge, Overheats, Blast (3)	50kg	7000	V Rare
Plasma Gun	Basic	90m	S/2-	1d10+6 E	6	20	8 Full	Recharge, Overheats	11kg	3000	V Rare
Plasma Pistol	Pistol	30m	S/-	1d10+6 E	6	10	4 Full	Recharge, Overheats	2.5kg	7500	V Rare

**Melta Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Inferno Pistol	Pistol	10m	S/-	2d10+4 E	12	3	Full	None	2.5kg	7500	V Rare
Meltagun	Basic	20m	S/-	2d10+4 E	12	5	2 Full	None	8kg	4000	V Rare
Multi Melta	Heavy	40m	S/-	2d10+8 E	12	5	4 Full	None	19kg	6500	V Rare

**Shuriken Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Shuriken Catapult	Basic	75m	-/10/20	1d10 R	4	80	Full	Tearing	4kg	500	Common
Shuriken Pistol	Pistol	2m	-/5/10	1d10 R	4	40	Full	Tearing	2kg	250	Common

**Pulse Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Pulse Carbine	Basic	75m	S/3/6	2d10 E	3	30	Full	Reliable	3kg	400	Average
Pulse Pistol	Pistol	30m	S/2-	2d10 E	3	20	Full	Reliable	3kg	400	Average
Pulse Rifle	Basic	125m	S/2-	2d10 E	3	30	Full	Reliable	3.5kg	400	Average

**Rail Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Rail Rifle	Basic	150m	S/-	2d10+3 R	6	10	Full	Accurate	14.5kg	950	Rare

**Vehicle Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Demolisher Cannon	Heavy (SP)	100m	S/-	7d10 R	10	1	2 Full	Blast (10)	-	-	-
Mega Battle Cannon	Heavy (SP)	700m	S/-	5d10 R	10	1	2 Full	Blast (10)	-	-	-

**Primitive Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Bolas	Thrown	10m	S/-	-	0	1	-	Primitive, Snare, Inaccurate	1.5kg	10	Average
Bow	Basic	30m	S/-	1d10 R	0	1	Half	Primitive, Reliable	2kg	10	Common
Crossbow	Basic	30m	S/-	1d10 R	0	1	2 Full	Primitive	3kg	10	Common
Flintlock Pistol	Pistol	15m	S/-	1d10+2 I	0	1	3 Full	Primitive, Unreliable, Inaccurate	4kg	10	Common
Hand Bow	Pistol	15m	S/-	1d10 R	0	1	Full	Primitive	1 kf	200	Rare
Musket	Basic	30m	S/-	1d10+2 I	0	1	5 Full	Primitive, Unreliable, Inaccurate	7kg	30	Common
Sling	Basic	15m	S/-	1d10-2 I	0	1	Full	Primitive	.5kg	10	Plentiful

**Grenade Launchers**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Grenade Launcher	Basic	60m	S/-	*	*	6	Full	*	9kg	500	Scarce
RPG Launcher	Heavy	120m	S/-	*	*	1	Full	*	15kg	1200	Rare

\*Damage, Armor Piercing and Special Qualities are determined by the ammunition fired.

**Exotic Weapons**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Needle Pistol	Pistol	30m	S/-	1d10 R	0	6	Full	Accurate, Toxic	1.5kg	1250	V Rare
Needle Rifle	Basic	180m	S/-	1d10 R	0	6	2 Full	Accurate, Toxic	2kg	1000	V Rare
Web Pistol	Pistol	30m	S/-		0	1	Full	Snare	3.5kg	1200	Rare
Webber	Basic	50m	S/-		0	1	Full	Blast (5), Snare	8kg	1800	Rare

**Melee - Primitive (Add SB to Damage)**

Name	Class	Range	Damage	Pen.	Spcl	Wt	Cost	Avail
Axe	Melee		1d10+1 R	0	Primitive, Unbalanced	4kg	20	Average
Brass Knuckles	Melee		1d5-1 I	0	Primitive	.5kg	5	Plentiful
Club	Melee		1d10 I	0	Primitive	2kg	5	Abundant
Flail	Melee		1d10+2 I	0	Fleible, Primitive	4kg	20	Scarce
Great Weapon (Two Hands)	Melee		2d10 R	2	Primitive, Unwieldy	7kg	70	Scarce
Hammer	Melee		1d10+1 I	0	Primitive, Unbalanced	4kg	10	Common
Improvised	Melee		1d10-2 I	0	Primitive, Unbalanced	-	-	-
Knife	Melee, Thrown	3m	1d5 R	0	Primitive	.5kg	5	Abundant
Shield	Melee		1d5 R	0	Primitive, Defensive	3kg	25	Average
Spear (Two Hands)	Melee, Thrown	10m	1d10 R	0	Primitive	3kg	15	Common
Staff (Two Hands)	Melee		1d10 I	0	Balanced, Primitive	3kg	10	Plentiful
Sword	Melee		1d10 R	0	Balanced, Primitive	3kg	15	Common
Throwing Star	Thrown	5m	1d5 R	0	Primitive	.5kg	5	Plentiful

**Melee - Chain Weapons (Add SB to Damage)**

Name	Class	Range	Damage	Pen.	Spcl	Wt	Cost	Avail
Chain Axe	Melee		1d10+4 R	2	Tearing, Unwieldy, Heavy	13kg	450	V Rare
Chain sword	Melee		1d10+2 R	2	Balanced, Tearing	6kg	275	Rare
Eviscerator	Melee		2d10+6 R	12	Tearing, Unwieldy, Heavy	22kg	1100	V Rare

**Melee - Power Weapons (Add SB to Damage)**

Name	Class	Range	Damage	Pen.	Spcl	Wt	Cost	Avail
Lightning Claw	Exotic		1d10+5 E	8	Power Field, Tearing	7kg	3250	V Rare
Power Blade	Melee		1d10+3 E	6	Power Field	1.5kg	1750	V Rare
Power Stake	Melee		1d10+5 E	6	Power Field	2kg	2250	V Rare
Power Sword	Melee		1d10+5 E	6	Balanced, Power Field	3.5kg	2500	V Rare
Powerfist	Melee		1d10+5 E	6	Power Field, Unwieldy, Heavy	6.5kg	2750	V Rare

**Melee - Shock Weapons (Add SB to Damage)**

Name	Class	Range	Damage	Pen.	Spcl	Wt	Cost	Avail
Electro Flail (Two Hands)	Melee		1d10+2 l	0	Flexible, Shocking	4.5kg	375	Rare
Shock Maul	Melee		1d10 l	0	Shocking	2.5kg	150	Scarce

**Melee - Miscellaneous Weapons (Add SB to Damage)**

Name	Class	Range	Damage	Pen.	Spcl	Wt	Cost	Avail
Phase Sword	Melee		1d10+5 E	10	Power Field, Phase, Balanced	2kg	NA	Unique

**Orky Weapons - Ranged**

Name	Class	Range	ROF	Damage	Pen.	Clip	Reload	Spcl	Wt	Cost	Avail
Big Shoota	Basic	120m	-/-/10	2d10 l	4	75	2 Full	Reliable, Inaccurate	25kg	25 Teef	Scarce
Burna	Basic	20m	S/-/-	1d10+4 E	3	3	2 Full	Flame	8kg	50 Teef	Rare
**Melty Bitz	Melee			1d10+4 R	6			Power Field, Unbalanced	8kg	50 Teef	Rare
Deff Gun	Heavy	240m	-/1d5/2d10	2d10+6 l	5	200	2 Full	None	50kg	100 Teef	Rare
Grott Blasta	Pistol	30m	S/-/-	1d10 l	0	10	Half	Unreliable, Primitive	2kg	2 Teef	Common
Grotzooka	Basic	60m	-/2/-	1d10+5 l	2	12	Full	Unreliable, Primitive, Blast (2)	10kg	20 Teef	Scarce
Slugga	Pistol	30m	S/2/-	1d10+3 l	2	10	Half	Reliable, Inaccurate	4kg	5 Teef	Plentiful
** Punchy Bitz	Melee			1d10 R				Primitive	4kg	5 Teef	Common
Shoota	Basic	60m	S/3/-	1d10+5 l	2	40	Full	Reliable, Inaccurate	10kg	15 Teef	Common
Snazzgun	Basic	90m	S/2/6	1d10+8	1d10	60	Full	Inaccurate, Unstable	12kg	75 Teef	Rare

**Orky Weapons - Melee (Add SB to Damage)**

Name	Class	Range	Damage	Pen.	Spcl	Wt	Cost	Avail
Pokkin Stikk	Melee		1d10 R	0	Primitive	1kg	2 Teef	Plentiful
Grabba Stikk	Melee	2m	1d10 l	0	Primitive, Balanced, Two Handed	3kg	5 Teef	Scarce
Grot Prod	Melee	2m	1d10 l	0	Shocking, Two Handed	3kg	10 Teef	Rare
Choppa	Melee		1d10+1 R	0	Primitive	3kg	5 Teef	Plentiful
Uge Choppa	Melee		2d10+2 R	2	Primitive, Unwieldy	10kg	15 Teef	Uncommon
Chain Choppa	Melee		1d10+4 R	2	Tearing	6kg	40 Teef	Scarce
Power Klaw	Melee		1d10+5 E	6	Power Field, Unwieldy, Heavy	8kg	150 Teef	V Rare